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AMIGA WORKBENCH

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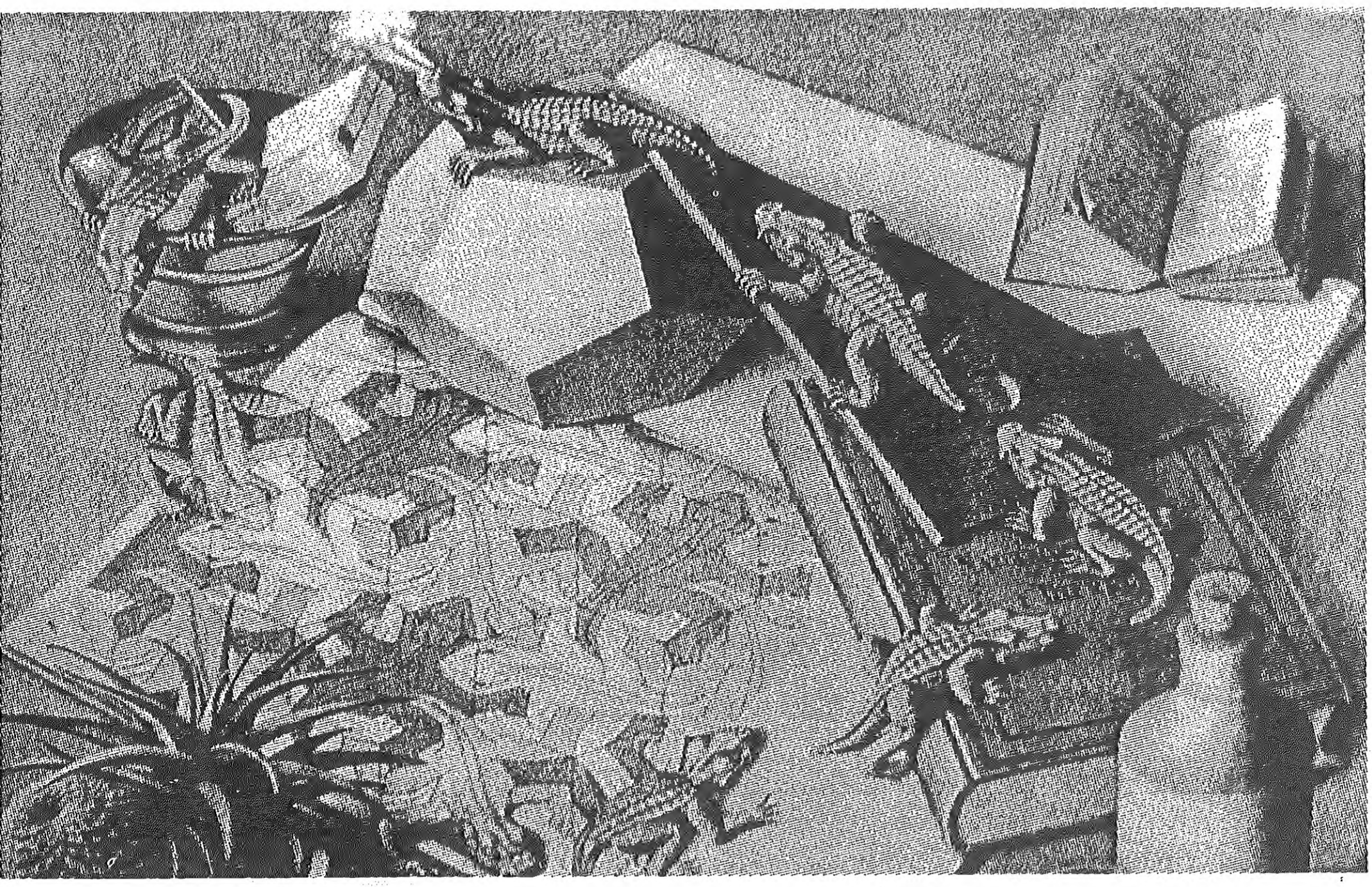

Next AUG Meeting

Sunday, September 16th at 2pm

(Doors open at 1pm, meeting starts at 2pm sharp)

AUG meetings are held at Victoria College Burwood Campus
Burwood Highway, Burwood - Melways map 61 reference B5.

Amiga Users Group Inc, PO Box 48, Boronia 3155 Victoria, Australia

Australia's Largest Independent Association of Amiga Owners
The *Amiga Users Group Inc* has no affiliation with Commodore
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AMIGA Users Group

Who Are WE?

The Amiga Users Group is a not-for-profit association of people interested in the Amiga computer and related topics. With over 1000 members, we are the largest independent association of Amiga users in Australia. We DO NOT condone software piracy. We can be reached via an answering machine at:

- 563 9293 -

Club Meetings

Club meetings are held at 2pm on the third Sunday of each month at Victoria College, Burwood Highway, Burwood. Details on how to get there are on the back cover of this newsletter. The dates of upcoming meetings are:

Sunday, September 16th at 2pm

Sunday, October 21st at 2pm

Sunday, November 18th at 2pm

Production Credits

This month's newsletter was edited by Con Kolivas. Equipment and software used was: Amiga 500 with SIN500-2 memory board, Professional Page, Transcript, PIXmate, DigiView 4.0 , Apple Laserwriter and HP Laserjet

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Contributions

Articles, papers, letters, drawings, cartoons and comments are actively sought for publication in Amiga Workbench. All contributions submitted for the purpose of publication that are printed in the newsletter are rewarded on the basis of one free public domain disk copy per column or half page printed with a minimum of one free copy. Contributions may be sent in on disk, paper or uploaded to Amiga Link or Amiga Link II in the area set aside for this purpose. Please send your contributions in text-only, non-formatted if they are on file and remember to include your address for return of disks and tokens for PD disks. Absolute deadline for articles is 23 days before the meeting date. Contributions can be sent to: **The Editor, AUG, PO box 48, Boronia, 3155.**

Membership and Subscriptions

Membership of the Amiga Users Group is available for an annual fee of $25. To become a member of AUG, fill in the membership form in this issue (or a photocopy of it), and send it with a cheque or money order for $25 to: **Amiga Users Group, PO Box 48, Boronia, 3155**

Public Domain Software

Disks from our public domain library are available on quality 3.5" disks for $6 each including postage on AUG supplied disks, or $2 each on your own disks. The group currently holds over 300 volumes, mostly sourced from the USA, with more on the way each month. Details of latest releases are printed in this newsletter, and a catalog disk is also available.

Member's Discounts

The Amiga Users Group negotiates discounts for its members on hardware, software and books. Currently, Technical Books in Swanston Street in the city offers AUG members a 10% discount on computer related books, as does McGills in Elizabeth Street. Just show your membership card. Although we have no formal arrangements with other companies yet, most seem willing to offer a discount to AUG members. It always pays to ask!

Back Issues of Workbench

All back issues of Amiga Workbench are now available, for $2 each including postage. Note that there may be delays while issues are reprinted. Back issues are also available at meetings.

Amiga Link I & II - Our Bulletin Board Systems

The Amiga Users Group operates two bulletin board systems devoted to the Amiga. using the Opus message and conferencing software. AmigaLink I and II are available 24 hours a day. AmigaLink I & II can be accessed at V21 (300bps), V22 (1200bps), V23 (1200/75bps) or V22bis (2400bps) using 8 data bits, 1 stop bit and no parity.

AmigaLink is part of a world-wide network of bulletin boards, and we participate in national and international Amiga conferences. AmigaLink has selected Public Domain software available for downloading, and encourages the uploading of useful public domain programs from its users. AmigaLink I (792-3918) is OzNet node number 8:830/324 and AmigaLink II (376-6385) is OzNet node number 1305/998

Newsletter Advertising

The Amiga Users Group accepts commercial advertising in Amiga Workbench subject to the availability of space at these rates:

Quarter page $20
Half page $40
Full page $70
Double page spread: $120

These rates are for full-size camera-ready copy or Professional Page format only. We have no photographic or typesetting facilities. Absolute deadline for copy is 23 days before the meeting date. Send the copy and your cheque to: **The Editor, AUG, PO Box 48, Boronia, 3155, Victoria.**

Amiga Users Group Committee

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Ass. Co-Ord:	Lester McClure	2335664	Mt. Waverley
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Even More on AmigaDOS Scripts and passing values to ENVs

At the last AUG meeting, Lester McClure asked me if it was possible to get input from the user and use it in an AmigaDOS ENVironment variable - in the shell. That is, to have a script that displays 'Please type in your name', for example, and then allow the user to enter it. At the time, i could only mutter about 'echo', 'redirection' and the ARP filerequester, because, to be honest, i didn't really know if it could be done. Well, after some experimentation, i worked a kludge (which means it can be done, but it isn't very elegant...) there should really be an AmigaDOS command to handle this... like 'ECHO'... are you listening, Charlie Heath?

Anyway:

First, in your batch script, you have this:

```
ECHO >env:doobie1 ?
```

which will do the 'ECHO' command, but the question mark will firstly tell you what parameters the 'ECHO' command requires, and then prompt the user to enter the string that 'ECHO' is going to echo. As a final insult, it doesn't actually ECHO it to the screen; it gets redirected into the file 'doobie1' in the ENV: directory (which is usually in RAM:, as a kindness to floppy drives everywhere). As it's in the ENV: directory, it is also available to the general public as an Environment Variable, but we won't be using 'doobie1', because we have not only redirected what the person typed in, but we also have the stuff that echo provides... hmm, that isn't too clear... i'll try again.

If you just type 'echo HI THERE' in the shell, your Amiga will respond:

```
HI THERE
```

If you type 'echo ?', your Amiga will respond:

```
,NOLINE/s,FIRST/k,LEN/k:
```

and then wait for you to tell it what you want it to 'echo'. It's telling you how the echo command should be invoked.

If you type 'ECHO >env:doobie1 ?', your Amiga will send this text to the file 'doobie1' in the ENV: directory. So, we have an environment variable with ',NOLINE/s,FIRST/k,LEN/k:', followed by the text that we entered. Which is almost what we want... all we have to do is chop the first twenty-five characters off. Easy enough for you and me to do, but how do we get the Amiga to do it by herself?*

After completely trashing the Commodore-supplied character editor 'Ed' in issue 51 of the Workbench, i should mention the Commodore-supplied line editor, 'Edit'. This is similar to the IBM 'Edlin' (those of you who know are cringeing... i can sense it), and one feature of this editor is that it can run by itself, with no operator intervention, given a script full of commands to run from. You can probably see the next step:

```
EDIT from ENV:doobie1 TO ENV:doobie2 WITH s:prikatzivat
```

where s:prikatzivat is a file containing the necessary commands for Edit to chop the first twenty-five characters out of the string in ENV:doobie1:

```
25#
W
```

(that is, in Edit-talk, 'chop the first 25 characters in line 1, then write the rest to the output file')

After this, what remains in the file ENV:doobie2 will be what the user typed in originally. Whew! There should be an easier way to do this, for example, modifying the 'ECHO' command so that it can also echo a string contained in an environment variable. 'ECHO' (at least the 'ECHO' supplied with ARP 39.1), can echo data held in Arguments (those things following the .key at the start of some scripts) but it refuses to echo the contents of an environment variable. In fact, having tried this out, i've found that the usual limitations of the 'ECHO' command apply: if you're going to enter more than one word, the whole lot has to be delimited by inverted commas.

If that isn't bad enough... i've had very little success in using environment variables in scripts with the IF statement. It should be as simple as

```
if $what_they_typed_in EQ "rembrandt pussyhorse"
echo "Congratulations! Another 'Butthole Surfers' Fan!"
endif
```

but it just... don't... work. what i've been forced to do is compare one environment variable to another, e.g.:

```
if $what_they_typed_in EQ $password
echo "Password is correct - have fun, but don't crash the system!"
endif
```

If any of this isn't clear (and i wouldn't be surprised), well, let's form an AmigaDOS SIG and i'll discuss it further.

chorosho! nikolai

* P.S: in Russian, cars and such new-fangled machinery are referred to as 'Machina', which is a feminine adjective - thus, the Amiga is a 'she'.

--ooOOoo--

Let's talk of Tiny File Requesters

by Mark Kelly, Swan Hill

I love redundant and unnecessary programming tasks. Writing file requesters in BASIC seemed a suitably silly sort of job to occupy "that goddamned computer" (as my girlfriend calls it; rather spitefully, I believe.) Since just about every decent program has its own file requester and ARP (which I use and love) has one built into its library, I thought "I'll write my own". So I did. In the process, I hope to generate a new competition for AUG members to write the SHORTEST and NEATEST file requester written in ANY language (except C, FORTRAN, COBOL, MODULA-2, PASCAL, FORTH, assembler, BCPL, ADA, SMALLTALK or LOGO.) (GFA-BASIC, of course, is excluded because it has a resident file requester command.) My version features brevity, easy selection of mounted devices and parents, colour coding of files and directories, easy hiding or showing of .info files and it's BUG FREE!!! (Here's hoping anyway...) The only thing it won't let you do is use wildcards. Sigh :-(that's a limitation of the algorithm I used. If you can produce a neat but TOTALLY USELESS utility, just for the love of a programming challenge, please send it to WORKBENCH and ring the editor at ANY HOUR of day or night and tell him all about it at great length. He'll appreciate it.

```
' TFR17: A Tiny File Requester IN BASIC by Mark Kelly
' Needs: DOS.BMAP (in Libs: or Curr.Dir) &
CD,ASSIGN,LIST cmds
DECLARE FUNCTION Execute& LIBRARY    'put this in main
pgm
DECLARE FUNCTION xOpen& LIBRARY      'put this in main
pgm
FileReq "df0:"
IF path$>"" THEN PRINT "File: "path$ ELSE PRINT
"Aborted!"
'- - - - - - - - - - - - -
SUB FileReq(p$) STATIC
SHARED path$: LIBRARY "dos.library": DIM x$(100)
path$=p$: IF path$="" THEN path$="df0:"  'default
path
CHDIR path$: Dir=-1: nShow=15: Q$=CHR$(34): info=-1
'show .info?
w=274: h=nShow*8  'window width,height
WINDOW 2," <ESC>ape <I>nfo on/off",(200,10)-
(200+w,h+18),18: COLOR ,2
WHILE Dir    'exit when file selected
      CLI "LIST >ram:fr "+Q$+path$+Q$+" DIRS LFOR-
MAT="+Q$+"D%s"+Q$  'D prefix
      CLI "LIST >>ram:fr "+Q$+path$+Q$+" FILES
LFORMAT="+Q$+"F%s"+Q$ 'F prefix
      OPEN "I",6,"ram:fr": x$(1)="D[DEVICES]": L=1
      IF RIGHT$(path$,1)<>":" THEN
x$(2)="D[PARENT]": L=2
      WHILE NOT EOF(6)   'suppress .info files?
       INPUT#6,x$: IF info OR INSTR(x$,".info")=0
THEN L=L+1: x$(L)=x$
      WEND: CLOSE  'read lines
      n=1: Top=1: Chosen=0: GOSUB show
      WHILE Chosen=0
'NOTE! the character in the first quotes below is
ALT-0, like ">>"
'It may appear as an apostrophe or something when
it's printed!
       LOCATE n,1:IF info=0 THEN PRINT "»"; ELSE
PRINT ">";
       LOCATE 99,1:k$=INPUT$(1): cl=Top+n-1 'array
pointer
       IF k$=CHR$(28) AND cl>1 THEN      '<up>
         n=n-1:IF n=0 AND Top>1 THEN n=nShow:
Top=Top-nShow:GOSUB show
       ELSEIF k$=CHR$(29) AND cl<L THEN  '<down>
         n=n+1:IF n>nShow AND L>cl THEN n=1:
Top=Top+nShow:GOSUB show
       ELSEIF k$=CHR$(27) THEN   '<ESC>
         path$="": Chosen=-1: Dir=1
       ELSEIF k$=CHR$(13)  THEN  '<RETURN> accepts
line
         Dir=LEFT$(x$(cl),1)="D":
path$=MID$(x$(cl),2): Chosen=cl
         IF cl=1 THEN GOSUB devs ELSE GOSUB path
       ELSEIF UCASE$(k$)="I" THEN  '<I> show/hide
.info files
         info=NOT info: Chosen=-1
       END IF
       LINE(0,0)-STEP(7,h-1),2,bf   'zap pointer
      WEND
WEND
CALL xClose&(h&): LIBRARY CLOSE:WINDOW CLOSE 2
COLOR 1,0: KILL "ram:fr":ERASE x$: EXIT SUB
devs: L=1: CLI "assign >ram:fr": OPEN "I",1,"ram:fr"
      WHILE NOT EOF(1): INPUT#1,x$:
lb=INSTR(x$,"[")
       IF lb THEN L=L+1: x$(L)="D"+LEFT$(x$,lb-
2)+":"
      WEND: CLOSE: GOSUB show: Chosen=0: RETURN
path: IF path$="[PARENT]" THEN path$="/": Dir=-1
'parent?
      CHDIR path$: CLI "CD >ram:fr"
'CD to path$
      OPEN "I",9,"ram:fr": INPUT#9,path$:
CLOSE:RETURN 'get path
show:
      CLS:COLOR 3,1:LOCATE nShow+1,1:PRINT "
"path$;SPACE$(31);
      COLOR ,2: LOCATE 1,1: i=Top
      WHILE i<=L AND CSRLIN<=nShow
        COLOR 1:IF LEFT$(x$(i),1)="D" THEN COLOR 3
'dir!
        PRINT "  "MID$(x$(i),2):i=i+1  'name
      WEND: RETURN
END SUB
SUB CLI(Com$) STATIC  'launch CLI cmd from BASIC
      Com$=Com$+CHR$(0) :n$="NIL:"+CHR$(0):
h&=xOpen&(SADD(n$),1006)
      OK&=Execute&(SADD(Com$),0,h&)
END SUB
```

--ooOOoo--

AugAds

Amiga MIDI System: "Alesis Datadisk", stores 50 sysex dumps per 3" disk, plus Yamaha keyboard with on-board 4-track sequencer Hardware value; $1800 plus bonus stereo tape deck, mixer, & lots of relevant Amiga software & assistance. $1250 for the lot or will separate. Amiga Mouse with just installed micro-switch conversion Best Offer
Norm Christian 798-6552

"Beginners Superbase Workshop. Learn how to configure superbase, setup simple databases, search for information, print reports, do invoices etc. I intend to run the course over two consecutive Monday, or Tuesday nights from 7 pm to 9pm starting around the tenth of September 1990. Price $30.00 for both nights. Please note that these classes are for beginners, as I do not consider myself an expert in superbase, but I feel I can definitely get everyone to a level where they can start to develop their own skills. In order to book early please send a cheque for $30.00 dollars to George Wahr 10 Elizabeth st Kensington 3031. For info please ring Phone/Fax 376-6180. Mobile 018 374-540."

--ooOOoo--

Good evening Fellow Amigans.

I am writing to express concern about Virus's. I have just completed a clean-up of my library and discovered 21 of my 80 or so disks were infected, with 3 different Viruses!

Now I am not a Pirate, nor do I often lend/borrow other peoples software often, so the question is: Where did they come from? My first concern is that one, some originals carry infection when purchased. I can not prove it, but believe that one of the disks I received when I purchased my Amiga starters pack was infected. This particular nasty has claimed my "Photon Paint" disk and has even made it un-formattable. It's only practical use now is as a coffee coaster.

After My initial problems I copied a Public Domain Virus killer. VirusX (Sorry I don't know which version), is a brilliant piece of software. this cleaned up my library. Now I am faced with the question of where I picked up Lamer exterminator, H.S.C., and Byte Bandit. The only possible way would be via Modem. I have downloaded quite a bit of PD from several Boards, including:- Amiga link 1 & 2, Further Regions, and P C connection. I believe that it may have been from these downloads that the Viruses travel.

For those of you whom do not own/ use a modem, there are Electronic bulletin board systems that you can call and connect the computer to Via phone-lines, some of these BBs's have file areas. You can then ask the host computer to send a file, a game, music, whatever to your computer. Your computer then saves this to disk. later you can then run the software. Most files are sent in a packed or crunched form. Packing involves taking one or more files and squeezing the data down to as small as possible. Once transferred, the user then Un-packs the files using a program designed to do it. There is several types available E.g ARC (for Archive), LHarc (improved version), ZIP, PAK (unpacks itself) and others.

The trouble, I believe is that when a user crunches down an entire disk and posts it to a BBs, or when some malicious swine chooses to, a virus may be included in with the packed files and is then transferred.

There is little that can be done to protect yourself from this unfortunately. Standard anti-virus precautions like a regular check of your Library, write protecting all disks at all times, and checking all disks that you have borrowed (or returned ones that you have lent) before using them. Software Piracy is probably the quickest way Viruses spread, however this is an issue of it's own.

One technique I have adopted now as standard practise is to download onto one special disk, unpack it, copy the contents to RAM: and then format the disk and copy it back. Finally check for viruses. Only after this will I copy the programmes to A library Disk.

I still have never worked out why anyone would write a Virus to begin with. They do not even gain ego points (like demo-writers), because no one put's their name to a virus! In the end, however Viruses are a fact of life. One parting tip... If you can get a copy of VirusX, put it into the startup-sequence of a copied Workbench Disk, (the work-copy. Not the original). this will then load each time you start-up. it's sits in the background but still runs and automatically checks every disk inserted. If it finds anything odd, it tells you in a requester and asks if you want to install (re-write) the Bootblock. Very Handy!

Good luck,

Adam Douglas.

--ooOOoo--

Empire(s)?

Let Me Make Just One Thing Perfectly Clear...

There are (at least) TWO games called 'Empire'. One of them, 'Empire' is public domain, available on Fish Disk #329. This 'Empire' is:

- o mainly text-oid, in that a map is likely to be drawn as a bunch of lower-case X's, some hash symbols and the odd comma,
- o multi-player in that it maintains territorial information for up to 256 players, and is oriented quite like those multi-player things that you sometimes see on bulletin boards,
- o in my opinion, pretty slow stuff compared to the other 'Empire', also known as 'Empire - Wargame of the Century', an update to the old IBM 'Empire', which was, itself, quite textual (an enemy army was a lower-case 'a', your fighters were capital 'F's, etc.

'Empire - Wargame of the Century' isn't public domain, it's limited to three players, and was distributed in Australia only by some shonky mail-order shouse in Sydney, who, i am informed, no longer stock it, which is a great shame, because having tried both of them, i prefer the latter, if only because of ease of use - it's easier to set up, maintain, and play, it's faster, the graphics are much better, and the saved games are compatible with the IBM and Atari versions. If you read my glowing report of it in the December 89 Workbench and are wondering where you can get it, you could try:

Interstel, Post Office Box 57825, Webster, Texas 77598, USA.

Or just keep asking for it in computer stores... maybe they'll get the message eventually.

"windows 3.0? don't make me LAUGH - i've only got a twenty meg hard disk."

nikolai

--ooOOoo--

Letter to the editor

Dear Con

I thought I would write in to share with the group a problem I've been having with my Amiga 500 for about 2 weeks. The problem is that the computer would reset by itself randomly when on. Sometimes after a reset the "Caps Lock" light would flash and lock out the keyboard. On other occasions the computer would reset a few times in series. As you can imagine this drove me up the wall, especially when it happened when I was saving essays !

I first took the computer apart and made sure all the chips were seated properly (the warranty ran out a long time ago as my computer was one of the first A500's, the one with the A2000 quality keyboard). This action made no difference to the problem. After reading an article in "Compute" magazine about power surges I bought a surge protector, which did not help either. If not a surge then could it be that I was losing power momentarily ? I removed my 0.5 meg expansion board and disconnected the external drive. Even this did not solve the problem an I was getting desperate. I met up with a friend of mine who also has an A500 and convinced him to "borrow" my power supply. Success, in less than 20 minutes he suffered a random reset ! To make sure I had isolated the problem, I lent his power supply and let my computer run the "juggler" demo for 15 hours. It did so without a problem. I am now hunting around for a good power supply (preferably not made by CBM).

Thanking you,
Sanjay Kapur.

Ed's note - The above mentioned problem is not uncommon. Actually it is so common that nearly everyone I know with a mid to late model 500 (makes it sound like a car that way) has had similar problems, to varying degrees. After conferring with Lester McClure on this problem which I encountered on my machine too, he explained to me that the power supply is fine, but the square connector at the back of your machine is very nasty - in the cheap and quite poor quality sense. So whenever I start getting the reboot blues, I play around with the connector for a bit and she fires up perfectly after that. Oh yes, and the problem only appears if I move the connector in the first place.

--ooOOoo--

Amiga WordPerfect version 4.1.11

by Mark Kelly

For those owners of Amiga Wordperfect version 4.1, here's some interesting news in case you have not already heard it. WordPerfect has released a new version 4.1.11 which you can get by sending your original WordPerfect disks (WP, Spell-Thes, Learn and Print) and a cheque for $30 to:

WordPerfect Corp. Building 2, 25 Sirius Rd,

Lane Cove, NSW 2066
(phone (02)415 5222)

I sent me money and I took me chances. The new version has a few enhanced file input options, an expanded set-up routine and different file requesters (I dunno: I prefer the old ones, I reckon. The new ones use the mouse too much for my liking.) PRINT has been improved and there is a new installation program to make life easier when upgrading versions. Just a word of caution: keep a virginal copy of your version 4.1 disks before sending your original disks off (obviously) and use copies of those copies when installing 4.1.11. You might decide you prefer 4.1 to 4.1.11 and you'd want at least one copy of the original version around, wouldn't you?

--ooOOoo--

Lattice Update

version 5.10

The following article came through on the News network and I thought it would be of interest to other club members.

Regards
Nigel Harwood

---

sas.c/amiga.c #130, from jtoebes, 3586 chars, Fri Aug 3 16:49:08 1990

SAS/C(r) compiler Version 5.10 for AmigaDOS

SAS Institute Inc. Will Release Upgrade of Lattice C for Amiga

Cary, NC -- SAS Institute, Inc. announces Version 5.10 of its SAS C Compiler for AmigaDOS. Version 5.10 upgrades the Lattice C compiler version 5.05 published by Lattice, Incorporated of Lombard, Illinois. The upgrade features improved workbench support, an improved user interface, better AREXX support, new UNIX(tm)-compatible library functions, improved error messages and significant overall performance improvements. AmigaDOS 2.0 include files and libraries are supplied for AmigaDOS 2.0 development.

As with the 5.05 release, the compiler package includes the compiler and integrated editor, a global optimizer, a source-level debugger, a code profiler, UNIX(tm) programmer utilities like grep and diff, a 680x0 family macro assembler, an object module disassembler, an object module librarian, and all required compiler header files.

With 5.10, all development, marketing and technical support for the product has been assumed by SAS Institute, Inc. The Institute has been responsible for development of the actual compiler since version 4.0, but is now taking responsibility for the rest of the product as well.

Available August 8, 1990, the SAS/C Compiler for AmigaDOS offers the following new features:

*) AREXX support in the editor, LSE
*) Automatic Icon creation from LSE and the linker, BLINK
*) Full AmigaDOS 2.0 support
*) Faster linker
*) Support for running the make utility, LMK, from workbench
*) Default compiler options stored in an environment variable, or in the project directory
*) Point and click options-setting program
*) Code profiler now supports multiple code hunks
*) New keyword, __aligned, to force longword alignment of external, static or automatic data items
*) Improved prototype generation, including typedef support
*) User-specifiable preprocessor limits
*) Automatic reassignment of near data to a far section if more than 32k of near data is declared
*) Support for the OFFSETOF macro to get structure offsets
*) C++-style line comments
*) Improved warnings for mismatched comments, mismatched #endifs, and unterminated macro invocations
*) Number of parameters allowed to library routines raised to 14, thus allowing ALL AmigaDOS system calls to be accessed via #pragmas
*) ^C checking during CPU-intensive parts of the Global Optimizer, GO
*) Ability to set your program's stack size at compile time
*) Ability to run the debugger, CPR, from the workbench
*) Ability to debug programs with either workbench or CLI startup

The suggested price of the complete SAS/C Compiler package is $300.00. Registered users of version 5 of Lattice C may upgrade to version 5.10 for $40.00. Registered customers with versions earlier than 5.0 or current Aztec C Customers can upgrade as well. Contact SAS Institute, Inc. for more information.

For further information, contact:

SAS Institute, Inc.
Book Sales: C Compiler
SAS Campus Drive
Cary, NC 27513-2414.

Telephone (919) 677-8000 ask for x5042
FAX (919) 677-8166

Or join the sas.c/amiga.c conference on BIX.

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Unix is a registered trademark of AT&T

--ooOOoo--

Game Review: Interphase, by Image Works

This game has elements of William Gibson's 'Cyberspace' stories, and parts of it bear a copyright-infringeable resemblance (at least, in my opinion) to parts of the original 'Max Headroom' story and the plot of the film 'Tron' (still, why go to the trouble of inventing new stuff when there's so much other stuff around with unfulfilled potential?).

The basic plot is thus: the DreamTrack Corporation (they wanted to call it either 'Network 23' or 'Sense/Net', but they couldn't get the rights), who market recorded dreams (they wanted to call it 'Stimsim', but they couldn't get the rights), have laced the hero, or main interest character - whichever you prefer - Chad's latest dream with 'deadly subliminal images capable of destroying the minds of anyone who experiences it' (they wanted to call them 'blipverts', but they couldn't get the rights).

Chad sets out to infiltrate the DreamTrack Corporation's High Security building and recover the master copy of his dream. He goes in via the Interphase (they wanted to call it 'Cyberspace', but they couldn't get the rights), a mental link between people's minds and the building's electronics. The security cameras, power systems, electronic doors etc. are represented in the Interphase as abstract geometric shapes, and Chad can fly around in this representation, blowing up cameras, opening doors and such. His partner, Kaf-E (she's called 'Kaf-E' just so they can slip in some lame joke about Chad being 'de-Kaf-inated' when she gets killed... they wanted to call her Molly, but they couldn't get the rights) has to do the physical running around the building to retrieve the master copy, a la Eddison Carter in 'Max Headroom', and she does it in a pretty mindless way... you have to manipulate the security droids so that they either walk into electrified parts of the floor (thus nullifying them both) or so they go off up the corridor, missing her, while she blunders on, occasionally sending you messages like 'This door is electronically operated, you'll have to open it for me' and 'I'm at a junction. Which way now?' In fact, the messages get so annoying after a while, you are tempted to direct her into a room full of deadly security droids. As soon as you do, though, the game ends, so there's little percentage in doing that.

Initially, and also after steering Kaf-E through each floor to the elevator which leads to the next level, Chad has to fly thought a hexagonal tunnel laced with 'Data Lines'. If Chad hits the walls or these data lines, he loses energy, which can be recovered by docking with a Power System, or by flying though a red arch, a la StarGlider. In fact, the 3-D graphics bear quite a resemblance to those seen in Starglider II, up to the enemies that shoot at Chad in the 'Interphase' environment, including the 'Frog on the Unicycle', one of the more deadly enemies. That's right, a frog on a unicycle.

To your benefit, Chad has an unlimited number of tracking missiles that he can target on various enemies and let loose (although on level three, there is some sort of flying bird that flies just a tad faster than the missile), laser cannon and an electronic blueprint of each level, showing the positions of cameras, doors, the security droids and Kaf-E. (these 'blueprints' look almost EXACTLY like the displays shown in 'Max Headroom', down to the Hewlett-Packard-plotter-like font used for the text). Initially, locating the security cameras in the 'Interphase' environment was a bit confusing... all those blue pyramids look the same to me. After reading the manual, it all became clear. First you look at the blueprint, lock your handy-dandy navigation system onto a particular object and, back in the 'Interphase' environment, arrows will point in the direction that you have to follow to find the object.

Another confusing element was that each physical level of the building is divided up into eight 'logical' levels in the Interphase, presumably because all of the objects on one level would slow the 3-D drawing routines down somewhat. Foreseeing how confusing this all would be to the initial player, the distributors provided in the manual a step-through for getting through level one. This step-through gives you a good idea of the careful timing required to be successful.

Definite pluses: it loads very quickly, from one disk, which is not password protected (although it isn't a standard DOS disk, which means you can't back it up... i suppose you write to the distributor if it fails). The 'Interphase' environment is a nice idea... something to consider for AmigaDOS 3.0, maybe... view a file by flying into it, delete it by shooting it...

Minuses: the gameplay doesn't vary, so once you manage to get through it, the disk will most likely be relegated to the back of the disk box, alongside the copy of 'Flight Simulator' that doesn't load on a one-Meg chip ram machine, and 'Dragon's Lair', (because you could never get past disk three). The manual is a bit on the skimpy side (although there is an Italian translation in the second half, in case you need it), and the mouse controls are rather shaky... i defy anyone to get through the tunnel leading from level two to level three (as far as i've got so far) without running into something. Anything.

As Gilbert Sheldon said, in 'Animal Camp' (Fabulous Furry Freak Brothers number 6, i think), "i'd give that three stars."

- saint nikolai

--ooOOoo--

Report on the Home SIGS

by Norm Christian

It has been evident for some time that SIGs in general have been on the decline, due to a number of factors. The committee has rightly taken the view that if members want SIGs at monthly meetings, it is up to those interested to do something about it. Unfortunately, human nature being what it is, most people are willing to be led but leaders are at a premium. Volunteer SIG co-ordinators have been conspicuously lacking, also there is an understandable reluctance to pull down, transport and reassemble computers and/or other equipment.

In an attempt to overcome some of these difficulties, I offered to hast a SIG in June, which proved so successful that David O'Regan offered the use of his home in July, following which it was agreed that members would rotate, and by the time this goes to press, a third SIG will have been held at Geoff Wood's home on 6th August.

Each SIG has been announced at the monthly meetings, and a notice placed on the board there. The purpose of this report is to bring them to the attention of those many Workbench readers who do NOT attend monthly meetings.

These home meetings started purely as ART SIGs, but as a number of those attending also profess an interest in MUSIC, it may well be that from time to time the subjects may be mixed, as was the case at the August SIG.

I would point out that there are some obvious advantages to HOME SIGs, not least of which is their open-ended nature, allowing much more time than at Burwood. Homes are also more warm and comfortable, and coffee/biscuits are usually available. As a precaution, members are asked to bring a folding chair if available.

The SIGs are to be held on the FIRST MONDAY of each month, at 7:30 pm in the home of the current volunteer host. Details will continue to be posted at meetings but not in the Workbench (due to the time factor).

If any reader wishes to have advance information of the next planned SIG, they may phone me AFTER the first Monday in each month, and preferably not before 9 am or after 9 pm.

Norm Christian 798-6552.

ART & MUSIC SIGS

You are reminded of the evening SIGS held on the first Monday of each month in private homes. Several of the Art Group are interested also in Music, and if there is MIDI equipment available, the SIGS are devoted to both ART and MUSIC. Usually a second computer is available so that separate groups may operate simultaneously.

All interested are cordially invited, and Norm Christian may be contacted on 798-6552 for details, which are also announced at our monthly general meetings and posted there on the notice board.

If you would like to host a meeting, or can assist in any way (say by bringing a computer or other equipment) please advise Norm.

RELEASE OF AUGDisk #2

AUGDisk #2 has been a long time coming, due to the fact that contributors have been dilatory. Quite a few arms have had to be twisted to finally get enough together to fill the disk, which was released at the August meeting and sold well there at $5.

Members who were not at the meeting have the opportunity to order through the usual channels, as both AUGDisks #1 and #2 are now in the PD disk library.
[continued on page 11...]

GVP Announces a Technological Breakthrough...

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Contents are as follows:
Editorial, a collection of 5 amusing hacks to play around with, a drawer containing 11 animated pointers of original design plus several associated programs which interact in amazing and entertaining ways, some instructional text, and 11 pictures (some with colour cycling) by 5 contributors.

Most of the pictures submitted for the cover competition were available, but because they were mainly Hi-Res, it was not practical to include them, due to their byte size and screen flicker. There were also some animations which again were too large and required a displaying vehicle, consequently disk space was insufficient. We were grateful to these contributors and disappointed not to be able to show their work, but were reluctant at this stage to produce a 2-disk set.

However, this material is still available for future issues, and it is up to members whether it will be published. The future of AUGDisks depends largely on a flow of suitable items from members. We are not looking for large files, as the strain the capacity of one disk to present many items to cater for various interests.

If submitting pictures, preference is for low or medium res. If you happen to use colour ranges for special floodfills etc. don't forget to delete the cycling before saving. Several of our artists fell into this trap, and we had to load the work, delete cycling and re-save. As our viewer supports cycling, accidentally hitting TAB can cause chaos, unless the cycling is intended.

I would like to thank nikolai kingsley for his invaluable help in preparing AUGDisk #2 and Michael Lamb for the copying. If you liked it, please let us know. We can only keep them coming with your support, whether it be by contributing, buying, critique, or letting us know what you want in future (if any)

Norm Christian Phone 798-6552

--ooOOoo--

DataRetrieve Amiga V1.05

by Rudy Kohut

For the current going price of this package (around $100), DataRetrieve Amiga is just about the best value for a "Flat File" database program in town. (Its big brother, DataRetrieve Professional is only $100 more, and probably just as good a buy).

A database is a way of storing information that makes the retrieval and selection of data easy and quick. A good program will allow the user to set up a database easily and to do basic manipulation of data with relative ease - while allowing for the development of more sophisticated applications with experience. DataRetrieve is, in my estimation, one of the best programs in its class. My previous acquaintances with database programs on the Macintosh (MacFile and Business FileVision) and on the IBM (DBase III+) have given me an appreciation for "user friendliness" and an awareness that a lot of powerful features are not needed for the average user. Above all, a program that has a steep learning curve every time you want to use it is deadly.

DataRetrieve is powerful enough for most needs, including professional and business. The current version was produced at the beginning of 1988 and is the latest one on offer according to Abacus, the firm that markets it. Given its age, the program is an absolute marvel, even though it does have some shortcomings.

On the positive side, DataRetrieve is easy to use and very "Amiga". It has a strong graphics oriented user interface which the user can customise creatively. It is very stable, multitasking well with other graphics intensive programs - I have never had a guru with this program on my machine with lots of FAST ram! It is very memory efficient, especially with CHIP RAM - and gives back to the system everything it uses after quitting. It is very "safe" to use because it is "disk based" - ie. every data record is saved to disk automatically before a new record is entered, and all files created by the program or by the user can be altered and saved under separate names.

Despite this, the program is very fast in searching or sorting records - using "indexes", the searching is very fast indeed! DataRetrieve also allows for file 'filtering' by creating "subranges" of records according to user defined criteria. Subranges can be sorted, searched and exported as new databases or for record transfer to other databases.

DataRetrieve also lets the user import and export data relatively easily, which is important for interfacing with other programs. For example, I can import ASCII files from other database programs or any other program such as my spreadsheet and create new records. It also exports ASCII files for use in other programs. I have been able to import and export files to and from DBaseIII (ugh!) using this capability.

There are constraints though. For some unknown reason, DataRetrieve saves ASCII files with the ".DIF" extension (no matter what name you give) and its file requester will only list those types of file. Unfortunately, I have found that the ".DIF" files are not the same format as the ".DIF" files the rest of the world knows about (eg DBaseIII)! They are in fact straight sequential ASCII files and not

the ".DIF" format. DBaseIII would save such files with a ".TXT" extension. DataRetrieve uses the ".TXT" extension only for text files "written" to disk in the format sent to the printer. So, to transfer files to and from DBaseIII for example requires name changes both ways. The field, record and end of file separators can be specified and saved. The procedure is easy (enter values into a requester) but one needs to know the hexadecimal values of characters such as "tab" or "comma" to enter - this information is missing from the manual.

DataRetrieve allows one to use the import facility to append new records to a database but it has no facility to import data into fields in existing records. It is also not "relational" like its big brother ie. you can't link more than one database. You can, however, filter fields for searching, sorting, import or export. You can add new fields and change the characteristics of existing fields even with data in them.

At the output end, DataRetrieve allows two types of printed output (lists and forms) as well as print to file. A list is just a row of fields on a single line; a form is any number of fields (including duplicates of fields) set out in any way the user wants. The user can add text and graphic enhancements, and save the format to special files. This gives great flexibility in producing different output formats. Beware however that if you want to print after entering data into your records, the last record will not print unless you first close and reopen the database. Also, if you edit the print mask in any way and then try to use it, the program will not know about it until it is told to load the edited mask.

Field types include text, date, number, time, IFF graphic, and choice. Field attributes are easily configured and the user has a wide variety of possibilities available. For example, in the choice field, you can define the user input as "Y/N" or "M/F" or a multitude of others including ones you design yourself. There are some twenty odd date formats available! (Curiously, the program does not allow the user to enter dates in the 'dd/mm/yy' format but will display the dates in that format). The user can also specify number fields as "SUM" fields and other field types as the "trigger" to sub-total and total on when printing lists. Unfortunately, this version does not allow fields that are calculated from other fields even though the user interface provides for it (the manual says it has not yet been implemented).

Customising is the keyword for this program! The user can add text and use any available font and style; set colours and fill patterns; design boxes, circles and ellipses; and move the text and field elements around anywhere on the screen to get the most pleasing effect for both the data input screen and the print screen. The user can set the Function Keys to execute any command available from the menu - and can save the settings to user specified files, so you can have lots of custom function key settings available for different purposes.

DataRetrieve is also very accommodating in allowing the user to access commands via mouse/menu, function keys, command line (using the ESC key) or keyboard <RIGHT AMIGA> <KEY> combination. In addition, the menu allows the opening of a CLI window along with the regular database windows (up to 8 windows in all). While the CLI is not the SHELL, you can simply call up "NewShell" and then close the CLI (I do this to be able to access the Shell's resident commands). Copying and renaming files is thus easily facilitated to help with the import/export function (see above).

The IFF Graphic capability is interesting. Specifying such a field allows the user to enter the path name to find the graphic, which is then displayed on a separate screen when the record is called up (this can be "turned off" on the menu). I have only tried this on one record of a multi-record database at this time and it works perfectly. While the graphic is not "integrated" and displayed on the same screen with other fields as in "Superbase", this format is acceptable and memory efficient.

There are some other minor quirks but nothing to worry about when using the program. All in all, this is an excellent product which is highly recommended.

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Public Domain Update

Fish Disk #360

UUCP An implementation of uucp for the Amiga, including mail and news. This is Matt's version for the Amiga, based on William Lofstus's Amiga UUCP 0.40 release with news code from his 0.60 release, and months of work by Matt to make fixes and add enhancements. This is version 1.06D, an update to version 1.03D on disk 313. Includes source.

Fish Disk #361

Brush_4D Converts IFF images into Sculpt 4D object format. Works with any IFF image, including HAM & Extra Halfbrite. Convert brushes in full color, with optional wrap, to 3D shapes. Also includes optimization routine. Version 1.00, shareware, binary only.

FileMaster A file editor like NewZap or FedUp, which allows you to manipulate bytes of a file. You may also change the file size or execute a patch. Version 1.20, update to version on disk number 298, includes source in assembly.

TextPaint Version 0.97 of the Ansi editor. Several significant enhancements and bug fixes since

the release of version 0.90 on disk number 346. Binary only.

Turn An interesting board game with the simplicity of checkers yet requiring the "move-lookahead" of a good chess player. Binary only.

XColor-Lib Link library with a full-fledged color requestor along with several color functions like copy, spread, exchange, antique black & white, etc. to aid in creating your own custom color requestors. Contains several demos along with include files for C, AmigaBasic, DevPac Assember and KickPascal.

Fish Disk #362

ArchEdge Intuition interface for several of the more popular archiving utilities such as ARC, ZOO, LHARC and PAK. Includes an "Auto-Pad" function that will automatically add some morsels for the modem. Version 1.5, includes assembly source.

Fenster A program which can operate on windows owned by another program, to close them, change their size, refresh gadgets, move the window to the background, etc. This is version 2.2, an update to version 2.1 on disk 305. Includes source in assembly.

Imperium_Romanum Strategic, "RISK" style game for up to four players. Based in the ancient times of Rome, Athens, Alexandria and Carthago. Binary only, shareware ($10), with C source available from the author. Version 1.50E.

KeyMenu Allows fast, easy access to pull-down menus from the keyboard without having to remember all the special amiga key sequences Version 1.01, binary only.

MemRoutines Some "plug-compatible" replacements for the Lattice C functions memcpy(), memcmp(), and memset(). Unlike the Lattice functions that deal with data one-byte at a time, these versions deal with longword chunks, which can improve performance of Amigas equipped with a 68020 or 68030. Includes source in assembly.

PUZZ Very nice implementation of the sliding-block-puzzle concept. Good graphics and the ability to create your own puzzles using an IFF ILBM file and a text file. Includes source and several sample puzzles. Version 1.0.

Rubik Another 3D Rubik's cube solver independantly authored from the version on disk #285. Version 1.0, includes source.

sMOVIE A smooth scrolling text displayer, useful for creating video titles, slide show intros, etc. Includes source.

Fish Disk #363

BootBase Another bootblock save/restore utility. Includes an auto-compare function. Includes source.

LabelPrint3.5 A program that allows you to easily print labels for your disks. This is version 3.5, an update to version 3.0 from disk 277. Shareware, binary only (source available from author).

MigaMind A small WorkBench "Master-Mind" type game. Includes source.

PLW Phone-Line-Watcher. For users of Hayes compatible modems. Monitors the serial port and records all incoming calls. Current version only allows remote user to receive a predetermined message, login, and leave a reply. Possible updates will allow them access to AmigaDos. Version 1.1, binary only.

RandSam Plays random soundsamples at random times, with random volume, random cycles, and a bit random period. It will definitely catch the attention of the unsuspecting Amiga user (particularly one that has the stereo turned up!) when a lion suddenly roars as they're typing away on their favorite word processor! User modifiable start-up configuration file. Include source and some sample sounds.

SampleScanner By-passes the Amiga Dos file system and scans a disk directly, block by block, for sound samples. Allows you to "hear" the disk as it is being scanned. If a sample is found, it can be saved to disk for editing, direct use, etc.

WO An intuition-based address book that allows saving of data in normal or password-encoded form. Version 1.0, includes partial source, (password encoding routines not included).

Fish Disk #364

Aniptrs2 Some more animated pointers to choose from to "liven" up your display environment. Binary only.

DPFFT Update to version on disk number 324. DPFFT includes the ability to plot a Fast Fourier Transform (FFT) of the data, customized amplitude and phase spectrum, prewhitening **capability, and a Welch** window for spectral smoothing. Version 2.2, binary only.

Iconaholism A selection of some very nice looking icons designed for an 8-color WorkBench. Includes script files to view the icons in their intended colors.

MemLook Similar to "MemFlick" on disk #206. For lack of a better explanation, it gives sort of a graphical view of your machine's entire memory area. Features memory guage and controllable scrolling speed via the cursor keys. Version 1.1B, binary only, source available from author

SNAG_Pointers Results of the Southern Nevada Amiga Groups (SNAG) **first animated pointer contest.**

Fish Disk #365

Badger Reminder program for your startup-sequence. Badger will open a window and display any important events that are 'due'. Badger will not bother you if there is nothing to report. Events are entered via menu and prompts. Binary only, shareware.

DmeAsm A utility for those who use Matt Dillon's Dme editor and HighSoft's DevPac Assembler. DmeAsm is a CLI command file that takes your source code as a parameter and opens a window similar to the Assemble window inside Devpac (Genam2) and gives similar options. If no parameter is supplied then the window will still open and you can supply your own. Version 1.1, includes source in assembly

EasyBackup A CLI-based hard-disk backup/restore utility. Features incremental backups by archive bit status, by datestamp, or command-line query. Incremental backups can be appended to an existing backup set. Includes source.

EasyMouse Another threshhold-mouse-accelerating, screen-to-back, window to-front, mouse-blanking, screen-blanking, auto- window activating, low-memory-warning, auto-window sizing, configuration-saveable clock! Version 1.0, includes source.

TrackDos A program that allows easy transfer of data between DOS, memory and trackdisk.device. DOS means the data contained within a file, memory means the data contained anywhere within the memory map and trackdisk.device means data stored on a disk not accessable with DOS (eg. bootblocks special loader disks etc.). The transfer of data between these three areas is not normally easy or convenient. TrackDos was written to overcome this. Binary only.

Password A program which enhances your computers security by making it complicated enough that users without your password will get discouraged trying to boot and use your system. This should keep out most casual or nontechnical users. Update to version on disk #243. Version 1.42p, binary only.

Udate Udate is a replacement for the AmigaDOS date command, containing many options similiar to the UNIX date command. Udate will allow you to set the date and time via prompts or directly from the command line, will display any part of the date or time using the options in any color desired, and will also make an automatic adjustment of your system clock for Daylight Savings Time so your computer will be one less clock you will ever have to set twice a year for DST. Update to version on disk #311, this version is slightly smaller and works correctly with the 68030. Version 1.14c, binary only.

View80 Very impressive scrolling text file reader. Three scrolling modes and controllable via keyboard or mouse. Opens file requestor if no filename is given. Automatically configures screen size for PAL or NTSC machine. Sample operation in reading the document files. Version 1.1, includes source.

Fish Disk #366

3DTicTacToe A three-dimensional "four-in-a-row" version of TicTacToe, human against computer. Version 1.2, binary only.

DosError A small CLI utility that will return a slightly more verbose description of a DOS error code than that returned by the System. Can save a trip to the manual for vague or unfamiliar error codes. Version 2.0, includes source in assembly.

IntuiFace An intuition interface that handles the important functions of creating, inserting, extracting and listing files for three popular archiving utilities: ARC, ZOO and LHARC. Version 1.00, binary only, shareware.

LoanCalc Entirely keyboard driven mortgage utility. Although similiar programs exist, this one is unique in that it is designed to track 'Open' mortgages that allow any size payment to be made at any time as well as providing an amortization table for fixed mortgages with monthly, semi-monthly, bi-weekly and weekly payment schedules. Version 1.2, binary only.

Makewords "PhoneWord" takes a full or partial telephone number and attempts to create a word from the various "alphabedigit" combinations. "Unjumble" may useful in solving the Sunday morning newspaper "Scramble". Includes source.

MeMeter A small utility for monitoring the Amiga's memory usage. Unique snapshot facility allows you to store the current numbers, launch a program, see how much memory it requires, end the program, and see if it returns all the memory. Version 2.1, binary only.

NDebt Amusing, but saddening, this program opens a small window that displays a continuously updated tally of America's national debt, based on its historically phenomenal growth rate. Version 1.1, includes source.

PrintStudio Very nice intuition-based general purpose print utility that prints text with a variety of options. Prints several graphic formats with yet more options. Print any part of a picture, print screens and windows, save screens and windows as IFF files, modify color palettes, change printing parameters and lots more! Version 1.2, binary only, shareware.

Fish Disk #367

Enigmas Nifty graphic simulation of the World War II German Enigma-Machine, a message encoding/decoding device that produced extremely difficult to crack cryptographic code. Binary only.

GwPrint An intuition-based text file print utility. Offers a wide selection of adjustable features for controlling pagination, headers, trailers, margins, date and page-numbering and various print styles/sizes. Version 2.0, binary only, shareware.

HyperDialer Database for names and addresses, full intuition interface. Dynamically allocated, with configurable script startup file. Iconifies to titlebar icon. Search, sort, insert, delete, full file requesters. Uses modem to control dialing of multiple phone numbers. Binary only, shareware, with source available from author.

SCM Screen Color Modifier. A palette program that allows the changing/saving/loading of a screen's colors. Includes a separate loader program that can be used in batch files to set a screen's colors to predefined values after a program has been launched. Version 1.0, binary only.

SuperView A shareware file-viewer that displays all types of IFF files with many features like: Workbench support, all display modes, auto overscan, color cycle (CRNG, CCRT), AmigaBasic ACBM files, first cell in and ANIM file, Type 5 animations and more. Written in assembly, pure code for residency under 1.3. Version 3.0, binary only.

Tricky Another of Peter's innovative and addictive games. Sort of a "video-bowling" concept where the object is to wipe out groups of "computerized" symbols in such a fashion that the last item hit becomes the target for the next ball (with a few tricks of course!). Lots of levels and the usual level editor that accompanies most of Peter's games. Binary only.

Fish Disk #368

Elements Very nice interactive display of the the Periodic Table of Elements. This is version 2.0, an update to version 1.3a on disk 297. This version adds general row and column information, plus a test mode where the program asks specific questions about the selected element or row/column. Binary only, shareware.

GraphicsPak A set of functions for general graphics operations such as boxes/lines, blitting, and opening/closing the libraries. It is used by both of the PopMenu and ListWindow test programs. Includes source.

Lila A shareware utility that allows you to print

listings or other text files on Postscript printers, with header, page numbers, and multicolumn pages. Can print in portrait or landscape orientation. Version 8912a, binary only.

ListWindow Gives simple initialization, handling, and freeing of Macintosh-like "list-windows." These are user-sizeable windows with a scrollable list of text strings, optionally sortable. The list can be scrolled with a scroll-bar, up and down arrows, arrow keys, or a SHIFT+key combination which searches for the first occurance of the specified key. Source and a sample program included.

NewEx An assembly program to replace xicon, IconX and similar utilities. Unique in the fact that it uses a WorkBench "Tool" icon instead of a "Project" icon. This allows workbench startup of programs that could ordinarily only be started by the CLI. Version 1.1, includes assembly source.

PopMenu A set of functions for the setting up, drawing, and handling of pop-up menus that are affixed to windows. Clicking on the menu box area will open up the full menu, with the list of menu items inside. Source and a sample program included.

SuperMenu An information display system you can use to quickly and easily display text files (and sections of text files) with the press of a button. Version 2.0, shareware, binary only.

SysInfo A program which reports interesting information about the configuration of your machine, including some speed comparisons with other configurations, versions of the OS software, etc. Version 1.4, binary only.

Today Amiga implementation of IBM PL/1 history program. Tells you important events and birthdays on current or specified day. Command line options include once-per-day setting for startup sequences. Version 0.91, binary only, shareware.

Fish Disk #369

AQData Information to aid users in updating B. Lennart Olsson's Aquarium Version 1.12 database. Includes information on disks up to number 360.

Flip Another program in the long tradition of screen hacks. Run it and see what happens. Binary only.

Fortune Randomly display a 'fortune' selected from a fortunes file (supplied), by text or voice. New version will work from the Workbench or CLI. Version 2.04g, update to version on disk #311, source included.

Spy A program that tracks calls to AmigaDOS and Exec functions, reporting them to the screen, along with their calling parameters and the results. Version 1.0, includes source.

VAXterm A VT220 terminal emulator that is close to the real VT220 terminal in both supported facilities and user interface. Designed primarily for connection to VAX/VMS, it should work with any host computer with VT220 terminal support. Supports file transferring for ASCII files by means of DCL commands. Version 2.4, includes source.

XprTransmit XprTransmit is an Cli-based command that allows you to easily access to any Xpr Library without having to worry about callback-function et cetera. It is able to access every "serial.device"-like exec-device. Only little documentation. Version 1.0, binary only.

Fish Disk #370

SKsh A ksh-like shell for the Amiga. Some of its features include command substitution, shell functions with parameters, aliases, local variables, local functions, local aliases, powerful control structures and tests, emacs style line editing and history functions, I/O redirection, pipes, large variety of built-in commands, Unix style wildcards, Unix style filename conventions, filename completion, and coexistence with scripts from other shells. Very well documented. Version 1.5, an update to version 1.4 on disk 342. New features include user definable keymaps, an ARexx port, many new internal and external commands, selective disabling of wildcards, preparsing of script files, bug fixes, and more.

--ooOOoo--

Co-ordinator's Comment

Greetings from the new committee. In case you missed it, last month's meeting was the A.G.M., where a group of concerned people made what looked for all the world like a mad grab for power. Well, it wasn't like that at all---it wasn't all that mad.

The people on the new committee had been a little disappointed at the slow pace of the organisation as it was. It seemed to us to be slowly grinding to a halt, the enthusiasm of the people running the group waning. We gathered a group of fairly dynamic people together who thought that they could work well with each other, had some good ideas and were willing to pursue them. The result was a marriage of the North-West Amiga Users Group (N.W.A.U.G.) and the parent group A.U.G. Inc.

Because we were determined to have a committee that worked well, we ran as a "ticket" and to the casual observer, it certainly looked like we were out for control at any cost. I know that some people found the idea of "the ticket" to be in bad form but I can assure you it was never intended to be.

Now that we have the mantle of responsibility, what are we going to do with it? I believe the role of the A.U.G. committee is to use the resources of the group wisely and to their full potential.

The most valuable resource of any group like ours is its members. The Amiga is such a huge beast with many unexplored territories; our members have individually explored some of it but how do they tell others of their experience? Most people don't volunteer their information---they are often reticent because they feel their knowledge is unimportant and no one would be interested in their humble offering. The committee is determined to encourage people to share their knowledge---don't be surprised if one day in conversation, one of us asks you to prepare a talk or demonstration. We'd provide any resources you need (within reason) and would let the group know in Workbench.

We are also an information source for our members. Nearly completed, is an information booklet that will be given to all members and new members when they join, outlining the services offered by the group and how to use them---what's in the library, public domain disks, special interest groups and their contact numbers. This is an attempt to answer the question asked by new members---"ok, now I've paid my $25, what do I get?"

In the planning stage are a series of "beginners topics", a series answering the most frequently asked questions by new users. We will try to make them self-contained topics so it will be possible to come to one without having come to any of the previous ones.

Some of the ideas that have been discussed by the new committee when we were just ordinary plebs include: Our own AmiExpo-style convention in Melbourne, multi-line---multi-user BBS, more speakers and demos at main meetings, more geographical sigs, dealer support packages, advertising ourselves better and much more.

This column will keep you informed as to the committee's directions in the months to come---we welcome comment and constructive criticism from all our members. If you have an idea and want to see where it could go, why not give one of the committee a call. If you'd like to come to a committee meeting and talk to us personally, give us a call on 853-9117 and we'll set a date and time.

Eric Salter (Co-ordinator)

--ooOOoo--

NEWS

Coming up at next month's meeting will be the first meeting of the new DOS SIG. Curiously it was only at the beginning of this newsletter that nikolai kingsley (our patron saint - he of the lower case) suggested that we form a DOS SIG. Now if that isn't quick action I don't know what is. For those of you that don't know (and that is very few, there is a new committee for the Amiga Users Group and it's sister group, NWAUG. It is effectively the first time there have been so many new members in the positions, which means fresh blood! Suck em while you can!

--ooOOoo--

NWAUG NWAUG NWAUG NWAUG NWAUG

North West Amiga Users Group

A geographical Special Interest Group (SIG) of AUG

Meetings Held every 2nd Wednesday
at 7:30 pm in Rooms 19 & 20,
1st Floor
Essendon Community Centre
Cnr Mt Alexander and Pascoe Vale Rds
Moonee Ponds 3039

For upcoming meeting dates call NWAUG

NWAUG members to be members of AUG
NWAUG annual fee of $7 helps cover
PD, Library and Equipment costs.
Meeting entrance fee of $1 ($2 visitors)
covers room hire/coffee/biscuits.

NWAUG - A multitasking SIG of AUG
See YOU at a meeting soon

NWAUG NWAUG NWAUG NWAUG NWAUG

35 mm Slides

High quality 35 mm slides of IFF pictures can now be obtained through the club courtest of Arnold Robbins. Cost is $10 for one picture and discounts can be arranged for bulk production. For more information contact Arnie on 808 0551.

SCRAMBLES

(aSsortments of Con's **RAMBLES**)

Some interesting things to look out for on the market and just over the horizon...

Remember Excellence!? The old faithful word processor which started the all out war of word processors on the Amiga - which word processor could offer the most... Well it's back - Excellence version 2.0 is on the market and it's obviously better than before. What can we expect? Well the ad says it is *the* fastest word processor available... That's a mighty big claim considering that there are a lot of vegie word processors out there that run very fast, and even more so when you consider that the old version of Excellence was the slowest word processor you could find. What else can we expect of it? Well..

AMIGA HELP-NETWORK

The following is a list of AUG members who have volunteered to share their knowledge/experiences with others. If you also want to help and have your name listed here please contact Con Kolivas (484 1339 AH). The names are not listed in any order of priority and the format may change in future listings. Please keep contacts to reasonable hours (6 to 9 pm unless otherwise mentioned) and remember one very important basis of this service - they are volunteers...

Neville Sleep	-	AmigaBasic (beginner level)	- 546 0633
Rudy Kohut	-	AmigaBasic (intermediate) Introduction to the Amiga	- 807 3911
John Elston	-	AmigaBasic (advanced)	- 375 4142
Alan Garner	-	AmigaBasic, A/C Basic	- 879 2683
Mal Woods	-	C(Introductory), Professional Page	- 888 8129
Andrew Gelme	-	C (advanced) - AZTEC	- 645 1744
Eric Salter	-	C (advanced) - LATTICE, TeX	- 853 9117
Norm Christian	-	Amiga Art, Music	- 798 6552
Neil Rutledge	-	Music, Audio Sampling, MIDI	- 597 0928
Russ Lorback	-	Excellence!, Superbase Professional (Beg-Int) After 9:30 pm	- 756 6640
Darren King	-	Amiga Viruses, Modems/communications	- 546 5040
George Wahr	-	Superbase, Bridgeboard	- 376 6180
James Gardiner	-	AmigaDOS, Auto-boot hard drives	- 532 8030
Lester McClure	-	Lucas/Frances - A1000 32 bit processor system.	- 233 5664
Joe Santamaria	-	Graphic arts - DPaint, Sculpt etc.	- 836 9129

I've heard that it also offers the printout capabilities of Near Letter Quality of your printer plus high resolution graphics on the same page (a la Pen Pal). The Postscript is said to be more efficient and up to date and fonts - no more limitations like the old days. It can use Professional Page fonts - pretty neat eh, and is far more flexible in sizes now - but I can honestly say I don't know if it has outline fonts like Professional Page as I have only heard of these features via rumour. Oh yes the dictionary is said to be much larger 130000+ words and the thesaurus much more expansive and intelligent, and the optional extra dictionaries available now include a 300000+ word scientific and medical dictionary for us studying dudes. All that's left now is to upgrade...

Other things to look for - PIXmate 1.1, an update finally for my favourite program; what is better about it? Who knows, we'll just have to wait and see.

GVP are releasing new hard drives that have much faster read/write for the Amiga (of course) - looking at about 900K/sec for a normal 68000 processor based machine.

OS/2 still not around... how long before we start saying when will version 2.1 be out...

Cinemaware's 'It Came From The Desert' was so popular that they released a sequel very soon after... check them out, they appear very interesting; rather cinemawarish like usual..

--ooOOoo--

Editor's Column

(Written 1-9-90)

Guess what? I've taken the first steps towards making the newsletter look better, thanks to Eric's excellent job at editing last month. Since many people have said that it looked very professional, but didn't want to say straight out that it looked better than all of mine, I thought I might borrow a few of his ideas - besides, he's too busy being Coordinator to edit newsletters.

Only problem is, I chose a bad time to try and change the newsletter (like usual). SMACK in the middle of my exams (so far I've had four and will have two over the next 5 days). Regardless though, I still cranked up Amy for the first time in ages just so I could put together a newsletter for our great and rapidly changing club. See I didn't forget you after all.

Oh yes, and if you like certain things abour Eric's newsletter that you think I should do, then give me a buzz, as I wont be very busy for the next month's newsletter and will be able to try all sorts of new stuff (although I probably wont unless you do call). Oh yes and do the same if you don't like something. Remember, feedback is what a club is all about, and even an isolated shunned job like my own needs some feedback... and I certainly need more articles... AAARGH! Thanks to all those contributing still (especially niko who always makes a special effort). See you at the next meeting.

Public Domain Software Order Form

Mail to: Amiga Users Group, PO Box 48, Boronia 3155, Victoria

Disk Numbers:									

Don't forget to specify collection name i.e., Fish, Amigan, Amicus etc.

Disks supplied by Amiga Users Group @ $6 each	$
Disks supplied by member @ $2 each	$
Club Use Only:	Total: $
Member's Name:	Membership #:
Address:	
	Postcode:

Newsletter Back Issue Order Form

Mail to: Amiga Users Group, PO Box 48, Boronia 3155, Victoria

Issue Numbers:									

Be patient, we may have to reprint some issues to fill your request

Number of issues ordered @ $2 each	$
Club Use Only:	Total: $
Member's Name:	Membership #:
Address:	
	Postcode:

Application for Membership of The Amiga Users Group Inc.

Membership is $25 per year. Send your cheque to: Amiga Users Group Inc., PO Box 48, Boronia, 3155

Surname: _____

First Name: _____

Address: _____

_____ Postcode: _____

Phone Number: _____ STD Code: _____

Where did you here about AUG: _____

_____

_____

Signed: _____ Date: _____

Details on this side are optional

Year of birth: _____ Which Model Amiga _____

Occupation: _____

Interests: _____

_____

_____

Dealer's Name: _____

Dealer's Address: _____

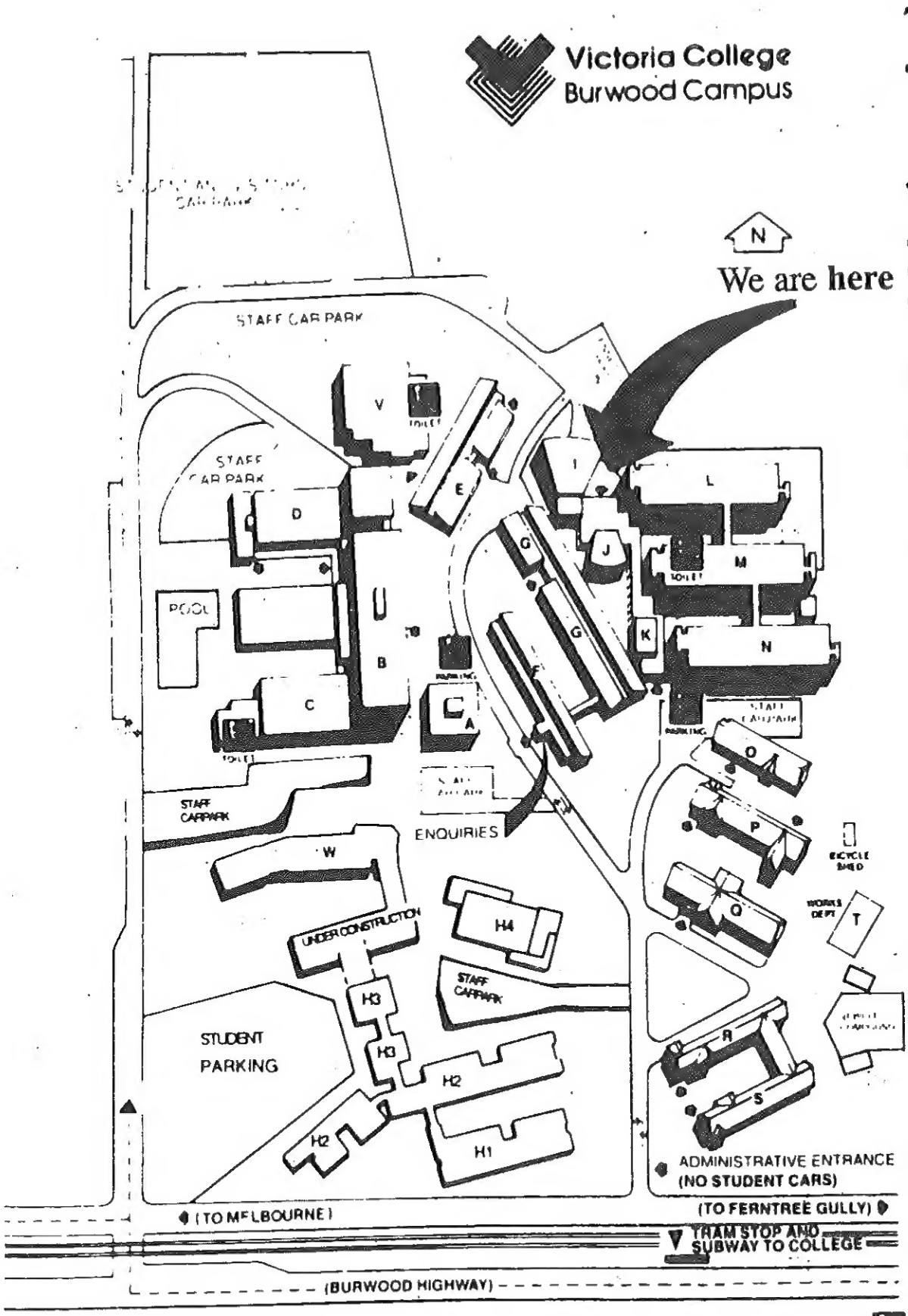
_____

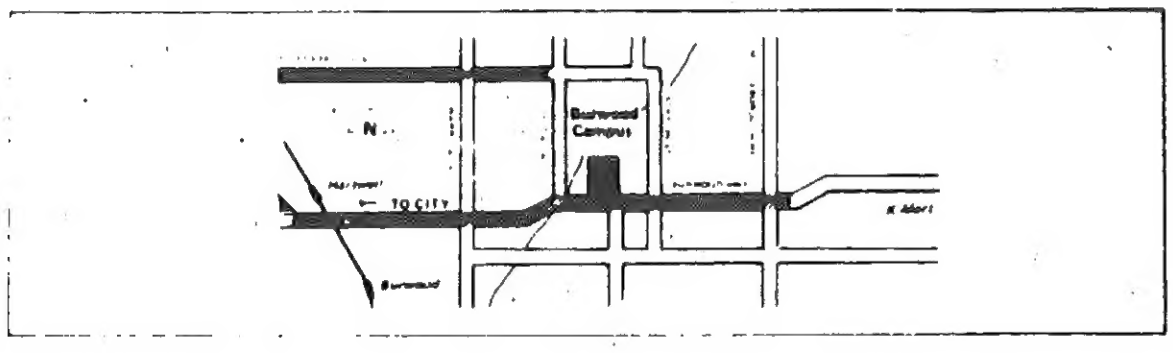
If admitted as a member, I agree to abide by the rules of the Association for the time being in force

Club Use Only	Date	Paid	Rcpt #	Memb #	Card Sent

AUG normally meets on the third Sunday of each month

Amiga Workbench *September 1990*





Where is Victoria College, Burwood Campus?

Melways Map 61 reference B5.

People often have difficult locating our meeting place the first few times. Victoria College is on the North side of Burwood Highway, Burwood, just East of Elgar road. Coming from the City along Burwood Highway, turn left at the first set of traffic lights after Elgar road. Follow the road around past the football oval, over five traffic bumps to the car parking area near the netball courts. Further up the road, to the right, you'll find Lecture Theatre 2.